

THE RIGHT AND LEFT HAND OF THE EMPEROR

STRATEGIC PLOYS

If your faction is **DRAGONWATCH CLAW** , you can use the following Strategic Ploys during a game.

GOD EMPEROR FORGIVES I DON'T! 1CP

Until the end of the Turning Point, each time **BAMBINO** or **TRINITY** operative fights in combat, in the Roll Attack Dice step of that combat, when you would retain two or more normal hits, you can select one of those hits to be retained as critical hit instead.

GO FOR IT! | 1CP

Until the end of the Turning Point, each time **BAMBINO** or **TRINITY** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if you retain any critical hits, you can select one of your failed hits to be retained as a successful critical hit.

ODDS AND EVENS | 1CP


Until the end of the Turning Point, each time a shooting attack is made against **BAMBINO** or **TRINITY** operative, before rolling defence dice for that shooting attack, if it has a Engage order, you can retain one as a successful normal save without rolling it. Additionally, each time a shooting attack is made against these operatives, before rolling defence dice, you can choose to roll a D6. On a 6+, you can retain one as a successful critical save.

TACTICAL PLOYS

If your faction is **DRAGONWATCH CLAW** , you can use the following Tactical Ploys during a game.

WHO FINDS A FRIEND FINDS A TREASURE | 1CP

Use this Tactic at the start of the Firefight phase, if your kill team includes **BAMBINO** or **TRINITY** operative. That operative gains the following aura ability until the end of the Turning Point:

As long as this operative is not incapacitated, in the Roll Defence Dice step of a shooting or fighting attack, you can reroll rolls of 1 for friendly operatives within  of this operative.

... ALL THE WAY, BOYS! | 1CP

Use this Tactical Ploy at the end of the Firefight phase. Select one **BAMBINO** or **TRINITY** operative. It can perform a free Fight action.

WATCH OUT, WE'RE MAD! | 2CP

Use this Tactical Ploy after **BAMBINO** or **TRINITY** operative strikes with a successful hit during the Resolve Successful Hits step of any combat. For every successful hit, the enemy operative in that combat suffers D3 mortal wounds.



THE LEFT HAND OF THE EMPEROR

Bambino

A large, burly man with a fast drawing ability and the strongest fists in this sector of the Imperium. A loner Dawn Dragon Astartes Dragonwatch always on some kind of personal mission. Still bumping in unexpected places into his trouble-making inquisitorial brother...



M APL GA

3 4 1

DF SV W

3 2+ 20

WEAPONS	ATT	BS/WS	DMG	SPECIAL RULES	!
✕ Power fist	4	3+	5/7	Brutal	-
✕ Thunder hammer	4	4+	5/6	Lethal 5+	-
⦿ Plasma pistol	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	2+	5/6	Rng 🔴, AP1	-
- Supercharge	4	2+		Rng 🔴, AP2, Hot	-
⦿ Hand flamer	4	2+	2/2	Rng 🔴, Torrent ▲	-

ABILITIES

Promethean Legacy: Add 1 to the **Normal Damage** and **Critical Damage** characteristic of flamer weapons this operative is equipped with. Additionally, when this operative is the target of a shooting attack with flamer weapons, in the *Roll Defence Dice* step, before rolling dice, you can select one die to be retained as an critical success instead of rolling it.

Double Trouble: When this operative is within ■ of another **HAND OF THE EMPEROR**, add 1 to its APL.

UNIQUE ACTIONS

Troublemakers (1AP): Add 1CP to your Command Point pool.

For a handful of beans (1AP): Until the end of this operative's activation, it is not treated as injured.

Bullets and Beans (1AP): Perform a free **Dash** action with this operative, then perform a free **Shoot** action with it.

The Left Hand of the Emperor (1AP): Perform a **Fight** action with this operative, then perform another **Fight** action.

DRAGONWATCH CLAW, IMPERIUM, ADEPTUS ASTARTES, DAWN DRAGONS, PRIMARIS, DRAGONWATCH, HAND OF THE EMPEROR



THE RIGHT HAND OF THE EMPEROR

Trinity

Witty, always smiling, lord inquisitor of the Ordo Malleus (or Ordo Hereticus... or Xenos, really whichever suits him on his holy mission for the Emperor of Mankind) with unnaturally fast drawing ability and marksmanship, always dragging his Astartes brother into trouble...



M APL GA

4 3 1

DF SV W

3 3+ 12

WEAPONS	ATT	BS/WS	DMG	SPECIAL RULES	!
✕ Fists	5	3+	3/4	-	Stun
🔫 Artificer Bolt Pistols	4	3+	3/4	Rng 🗡️, AP1	-

ABILITIES

Nobody: The first time this operative performs a **Fight** action in each of its activations, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice.

Double Trouble: When this operative is within ■ of another **HAND OF THE EMPEROR**, add 1 to its APL.

Lucky Luke: Once per Turning Point, when this operative is activated, it can use this ability. If it does so, it regains up to 1D3 lost wounds.

UNIQUE ACTIONS

Trinity Is Still My Name (1AP): Until the end of this operative's activation, it can ignore the Rng X rule of any Plasma Pistol or Bolt Pistol it is equipped with.

For a handful of beans (1AP): Until the end of this operative's activation, it is not treated as injured.

Bullets and Beans (1AP): Perform a free **Dash** action with this operative, then perform a free **Shoot** action with it.

The Right Hand of the Emperor (1AP): Perform a **Shoot** action with this operative, then perform another **Shoot** action.

DRAGONWATCH CLAW, IMPERIUM, INQUISITION, ORDO MALLEUS, HAND OF THE EMPEROR



CREDITS

This is an unofficial homebrew for Kill Team 2021 created for fun.

Dragonwatch Claw Kill Team & The Left and Right Hand of the Emperor created by **MickTheMage** version: 0.6; May 2022

The Left and Right Hand of the Emperor inspired by the Bud Spencer and Terence Hill movies I loved as a kid (and still like them). :)

Data Cards based on Data Cards created by **u/evileyeball**

https://www.reddit.com/r/killteam/comments/phlgag/all_my_datacard_templates_now_in_one_place/
<https://drive.google.com/drive/folders/13U3wAkOBS2JXoDpgFRJEqvlnO2zZDoLE?usp=sharing>

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